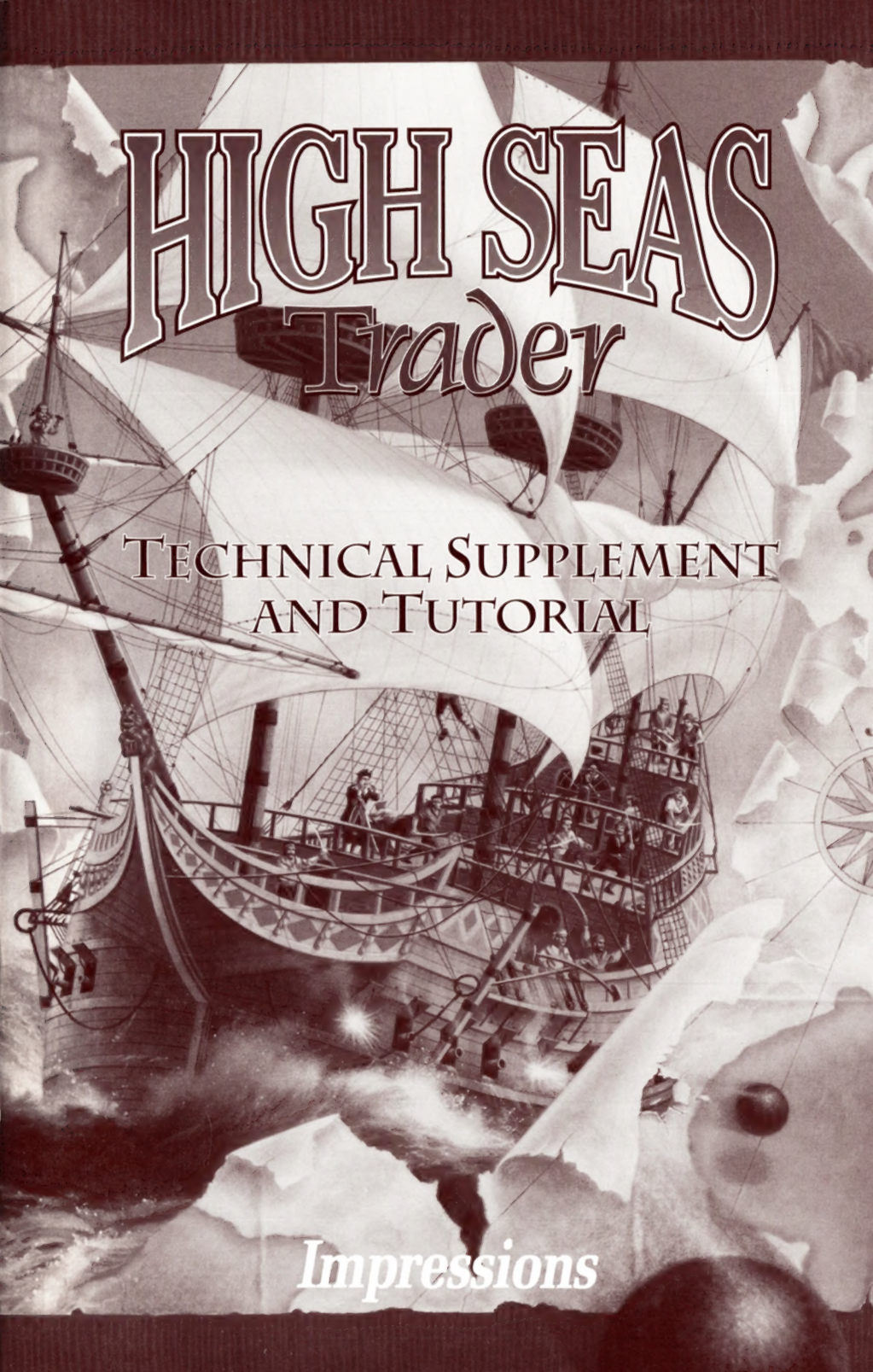
HIGH SEAS
Trader
TECHNICAL SUPPLEMENT
AND TUTORIAL
Impressions

Technical Supplement & Tutorial

Impressions Software Inc.
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Impressions tm

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About This Manual

This Technical Supplement and Tutorial booklet is designed to show you how to install, load, and begin to play **High Seas Trader** so that you can start enjoying your new game as quickly as possible. We suggest that you begin by working through the **Quick Start Tutorial** section. After you have gone through the tutorial, you can use the main Game Manual to learn about the more advanced aspects of game play. Be sure to read the **Rules Changes and Additions** section of this booklet, and to check your game disk for a README.TXT file which may contain newer information.

Inside this booklet, you will find:

* Installation and loading directions
* A list of keyboard commands available in the game
* A tutorial to get you started playing right away
* A list of changes and additions made to the game since the main manual went to press
* A strategy hints and tips section for better play
* Technical information in case you have problems installing or running **High Seas Trader**
* Information on where to get more help if the technical tips do not solve your problem

Installation and Loading

Installation

This game cannot be run from a floppy drive or entirely from a CD-ROM drive. If you have purchased **High Seas Trader** on 3.5" disks, you must first install the game to your computer's hard drive. The entire game will occupy about 13 megabytes of space when fully installed. Each game you save will take up an additional 50K of space.

If you have purchased the game on CD-ROM, you must first install a *portion* of the game to your hard drive. The installed portion will occupy about 3.5 megabytes of space on your hard drive. Each saved game will occupy an additional 50K of space.

***Note**: This game is not designed to be installed from Windows.*

Step 1: Before starting to install the game make sure that your computer is turned on and that the MS-DOS prompt is showing. The prompt should look like this **C:>** or like this **C:\>** (the letter may be different if you are using a different drive). Exit completely out of any other programs you may have running, such as Windows or Dosshell.

Step 2: If you have purchased **High Seas Trader** on 3.5" disks, insert Disk #1 into your floppy drive. If you have purchased **High Seas Trader** on CD-ROM, insert the compact disk into your CD-ROM drive.

Change to the drive that holds the game disk. Do this by typing the letter designation of the drive, followed by a colon, followed by **<Enter>**. For example, if the drive is your "A" drive, you would type:

A: <Enter>

Step 3: Type:

INSTALL <Enter>

at the drive prompt. Detailed directions for installing the game software will appear on the screen. When you have finished reading them, press **<Enter>** to

continue the installation. At any time during the process, you may press **<Esc>** to abort the installation.

If you are installing the game on 3.5" disks, you will be prompted to insert each game disk when it is needed.

Step 4: By default, the installation program will create a directory on your main drive called *HIGHSEAS* and place all the game files in that directory. If you want to install the game to some other directory, delete the default directory name when the screen appears and type in the new directory. For example, if you already have a directory called *GAMES*, and you want to create a subdirectory for **High Seas Trader** called *HIGHSEAS*, you would delete the default name and type:

GAMES/HIGHSEAS <Enter>

instead.

When the installation is complete, the **Sound Card Setup** screens will appear automatically (see **Sound Setup**).

Loading

To play **High Seas Trader**, start with the computer turned on and the DOS prompt showing. Exit completely out of any other programs you may have running, such as Windows or Dosshell. Don't try to play the game by just shelling out to the DOS prompt — get all the way out.

Step 1: Change to the drive where you installed **High Seas Trader** by typing the drive letter followed by a colon. If you installed the game to your "C" drive, type

C: <Enter>

***Note**: If you have the CD-ROM version of the game, make sure that the compact disk is in your CD-ROM drive.*

Step 2: Change to the game directory by typing:

CD\HIGHSEAS <Enter>

at the DOS prompt. If you used a directory other than the default, type that directory name after CD instead of "**HIGHSEAS**." For example, you would type:

CD\GAMES\HIGHSEAS <Enter>

if you used the other example given in the installation instructions.

Step 3: To run the game, type:

HST <Enter>

Note: *EMM386.EXE, QEMM, 386 Max and any other memory manager that allows the use of virtual memory as extended memory may conflict with* ***High Seas Trader****. It is recommended that these memory managers be disabled when running this game.*

Sound Setup

The **High Seas Trader** Sound Card Setup program will run automatically when the program is first installed.

After the first time you install the game, you can change the sound card settings without reinstalling the game by changing to the game directory (see the directions in the Loading section, if necessary) and typing **SETUP** at the DOS prompt.

Important Sound Note: *If you wish to reconfigure your sound by running setup.exe, be sure that the game CD is in your CD-ROM drive before you run the setup program.*

* At the first setup screen, select **Change Sound Card**. This brings up a list of sound cards which are compatible with **High Seas Trader**. Select a card from the list by clicking on it with your mouse or by highlighting its listing with the up and down arrow keys on your keyboard. Hit **<Enter>** once you have made the selection.

* If you choose a sound card, set the Ports, IRQ, and DMA to the appropriate configuration for your computer. If you do not know the proper settings, consult the documentation that came with your sound card or the documentation that came with your PC. If you choose **No Sound** or **PC Speaker**, the program will automatically return you to the Setup menu.

* Select **Done** when you have finished. Then select **Accept** to return to the DOS prompt.

Keyboard Commands

A mouse is required to play **High Seas Trader**, but some commands also have keyboard equivalents that you may find more convenient to use. The following keyboard commands have been added to **High Seas Trader**, and are available while sailing:

Z	Steer Left
S	Raise/Lower Sail
C	Steer Right
P	Pause
= (equal)	Increase Game Speed
- (minus)	Decrease Game Speed

The following keyboard command is available throughout the game:

ALT-X	Exit to DOS

Before you Begin

First, make sure that your game is properly installed and running. If you have problems, refer to the Technical Tips section of this booklet. If you can't find the answer there, you can call the Impressions Technical Support line (see the Technical Support section of this booklet) to get individual help.

If you wish to exit the game while you are playing, hold down the ALT key and hit the X key on your keyboard. This will return you to the DOS prompt.

Whenever the tutorial asks you to click on or select an item, do so with your left mouse button unless the tutorial specifically says otherwise. The term "hotspot" in this tutorial refers to an area on a screen that accesses a certain function in the game. When you move your mouse pointer over a hotspot, a panel will appear telling you what will happen if you click on that spot. To pause the game, hit the **<P>** key on your keyboard.

Quick Start Tutorial

This tutorial will show you how to set up a game and teach you the fundamental techniques you need to know to plan your journey, set sail, and make a profit on the high seas. Because this is only a basic tutorial, there are many features of the game which will not be covered here. To learn the rest of the game, read the main Game Manual.

Set Up Your Game

You should begin this tutorial with the game loaded and running, after the title screens have passed. The first game panel will give you three options: *Start a New Game*, *Load a Saved Game*, and *Exit the Game*. Select *Start a New Game*. The next panel will ask you your name. Using your keyboard, type in your name, and hit **<Enter>** when you have finished. You will then be asked to choose a nationality. Your nationality will determine your home port and your relations with other ships, and it may prevent you from entering enemy ports if your nation is at war.

In this tutorial, you will be French. Place your mouse pointer on the box next to "French," and click. The next prompt will ask you to name your ship. Type in a name and hit <**Enter**>. (You do not need to include the word "The" in your ship name.)

At this point, the game will begin. You are now at your home port of Bordeaux, where you will prepare for your first trade run. Move your mouse pointer around the screen. As the mouse pointer passes over the hotspots that access different functions, the panel at the bottom of the screen will tell you what will happen if you click.

At Port

In **High Seas Trader**, you are a merchant sea captain in the seventeenth century. Your goal is to rise in the ranks of the merchant's guild by increasing your rating in four categories: daring, honor, loyalty, and nobility. You will begin with the status of Peddler, and then you will advance to Journeyman, Tradesman, Merchant, Master Merchant, and finally to Viscount.

Much of the activity in **High Seas Trader** takes place at the ports. The following sections will take you through the preparations for your first trade run, including hiring crew members, buying charts (maps), and stocking up on supplies.

The Tavern

Your first stop will be in the tavern. Place your mouse pointer on the top floor of the building on the left side of your screen (If you look carefully, you'll see a sign that says, "Tavern"). When the "Enter Tavern" panel appears, click your mouse, and you will find yourself inside the tavern. The collection of characters may be different each time you enter a tavern. If a "regular" referred to in the tutorial does not appear in your game, don't worry. You can never tell who will show up at the local tavern.

Most likely, when you enter the tavern at the beginning of the game, you will see a bartender (behind the bar), a sailor (standing at the bar), an apprentice (sitting and drinking at a table), and a soldier (standing in the back of the room). Dealers, passengers, and "shady types" may also be there. Move your

mouse pointer over each character to see who it is.

First, have a chat with the bartender. Place your mouse pointer on the bartender figure and click. A panel will appear, giving you three options: *Gossip*, *Spend Money*, and *Done*. Select the *Gossip* box. If the bartender has any information about the international market, a panel will appear listing his information. Click on the *Next* button (if one appears) to see more items. When you have finished reading them, select *Done*.

Now select *Spend Money*. The bartender will tell you how much it will cost to treat your crew to a few rounds (which will boost their morale). For now, the game has just begun and you are a bit poor for such luxuries. Select the *No* box to decline. When you are finished with the bartender, select *Done*.

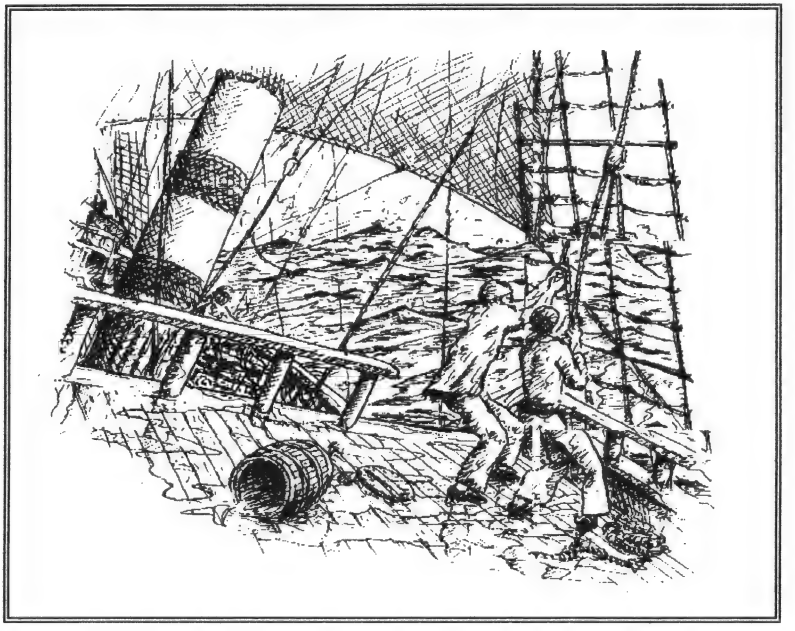
Next, you will hire some additional crew members. When the game begins, you will automatically have a small crew of sailors. But you may want to supplement your crew. You can hire apprentices, who will work for low salaries but are less efficient; soldiers, who demand high salaries and are skilled in combat; and additional sailors, who are good at handling the ship but are not as skilled at hand-to-hand combat as soldiers.

In the tavern screen, select the soldier. A panel will list how many soldiers are looking for work (and their morale level), and ask you if you would like to hire them. Using the left and right arrows, set the *Hire* number to five, then click on *Done*. You have just added five soldiers to your crew. (If there are fewer than five soldiers in the tavern, hire as many as you can.) Then click on the apprentice figure and repeat the same process to hire five apprentices (or fewer if five are not available). For now, there is no need to hire additional sailors.

Whenever you hire crew members, pay attention to their morale level. The morale of new crew will affect that of your existing crew.

Click on any other figures you see in the tavern to see who they are and what they are looking for. There may be dealers offering goods for sale, or people seeking passage to other ports. For this tutorial, decline any offers by selecting the *No* option in each panel.

After you have spoken to the bartender and hired crew members, leave the tavern by clicking on the doorway.



The Charthouse

As your travels bring you further and further from home, you will want to build a collection of charts, or maps, of the world's regions. You may buy charts in the charthouse of each port.

Near the middle of the port screen, find the charthouse and select it to enter. You will see a map of the world with a brown box around the region of Western Europe. This box represents a chart of your home region, which you will automatically have at the start of the game. Notice the "0" in the upper corner of the chart. This is the age of the chart in years. A "0" means the chart is "0 years old," or less than a year old. A chart with a "0" is most likely to be up-to-date, but it may not show every ocean hazard -- these may change each month.

The dark red boxes represent all charts for sale at the charthouse. The bright red box represents the currently selected chart that is for sale. (If you happen to see a bright red *and* a brown square around the same region, this means that the charthouse is selling a chart that you already own.) At the bottom center of the screen, next to the word "Chart" are two numbers separated by a slash. The first number, 1, refers to the chart shown in bright red— the available chart that is currently selected. The second number tells you how many charts are available at the charthouse. The numbers 1/5, for example, tell you that the bright red chart is chart number one out of a total of five available charts.

Above the chart number display is the name of the region shown in the selected chart. The "Cost" display shows the cost of the selected chart; and the "Funds" display shows your savings in gold pieces.

Click on the *Next* button to select the other available charts. Hit the *Prev* button to go back to the previously selected chart. Cycle through all the charts to see which regions are available. Since your travels have just begun, you should purchase only one chart at this point. Use the *Next* and *Prev* buttons to select a chart adjacent to the chart of your home region (if one is available). Choose a chart of the North Mediterranean, for example, if you think you might like to trade there, or a chart of the North Atlantic if you think your travels might bring you to the Americas.

When the chart you wish to buy is shown in bright red on the world map, click on *Buy*. A panel will ask you to confirm the purchase. Select *Yes*. The price of the chart will be subtracted from your savings, and the box representing your new chart will turn brown to indicate that you own it. As the game progresses,

you may add charts to your collection in the same way by visiting charthouses all over the world.

Helmsman

Before you leave the charthouse at your home port, you must hire a helmsman. The helmsman is a vital part of your crew. His job is to navigate, and avoid such hazards as rocks, storms, and sandbars. The number beside the word "Helmsmen" in the charthouse is the number of helmsmen looking to sign on to a crew. Click the *Hire* button. A panel will list each available helmsman's skill level and the annual salary he demands. Choose one by clicking on the corresponding *Hire* button. Then confirm the move by clicking on *Yes* in the panel that appears.

After you have purchased a chart and hired a helmsman, click on *Done* to leave the charthouse.

The Market

The market is where you will buy and sell goods at each port. Enter the market by clicking on the building at the lower left of the screen. This will access the market screen. The market screen lists each type of commodity traded in the game. After the name of the commodity are the following categories:

Buy/Sell — This is the number of tons of each commodity you are buying (displayed in red) or selling (displayed in brown) in your current transaction.
Sell For — This is the price that you will get for each ton of the commodity you sell at the port.
Qty at Port — This is the number of tons of the commodity available at the port.
Qty Aboard — This is the number of tons of the commodity you have aboard your ship.
Buy For — This is the price that you must pay to buy a ton of the commodity.

Next to the word "Gold" beneath the chart is the number of gold pieces you have at your disposal to use in the market. Next to "Tonnage Used" are two numbers. The first indicates the space already occupied in your cargo hold and the second indicates the total space available in the cargo hold. The number 74/300, for example, tells you that 74 tons are currently occupied aboard your ship out of a *total* 300 tons of capacity.

Note: *Tonnage used includes items other than cargo, such as supplies and passengers.*

Before you decide which goods you will buy and where you will sell them, check your Trading Log. The Trading Log will tell you the buy and sell prices for each commodity at each port included in your charts. (Note that these prices may change over time).

To check your Trading Log, click on the *Logs* button at the bottom of the market screen. On the right side of the Trading Log is a list of commodities. Click on the name of a commodity to compare its buy and sell prices at various ports. The commodity with a white frame around it is the currently selected one. Beneath the commodity list are two buttons: *Buy* and *Sell*. Click on the *Buy* button to display the ports in order, from lowest to highest, of the price you must pay for one ton of the selected commodity. Click on the *Sell* button to list ports in order, from lowest to highest, of the price the ports will pay you for one ton of the selected commodity.

To the left of the commodity list is the list of ports. In this tutorial, you will buy two types of commodities in Bordeaux, and then sail to Tangiers on the northern coast of Africa to sell your cargo. (When you play on your own, you may, of course, deal in more than two commodities at a time.)

Use the Trading Log to find out which goods you may buy in Bordeaux and sell for a profit in Tangiers. Select grain, for example, from the commodities list on the right. Check the Trading Log to see if the listed *Sell* price for grain in Tangiers is greater than the listed *Buy* price for grain in Bordeaux. **Note**: *If **Next** and **Prev** buttons appear beneath the ports list use the **Next** button to "turn the page" of the log and see the rest of the ports, and the **Prev** button to turn back.*

Now select liquor, and check its *Buy* and *Sell* prices in the two ports. Most likely, you will be able to buy grain and liquor in Bordeaux, and sell it for a profit in Tangiers.

Once you have chosen your commodities, you are ready to buy cargo. Click on

Done to return to the market screen. In the left column of the market screen, find grain. Then click on the *right arrow* button in its row between the **Qty at Port** and **Qty Aboard** columns to transfer 20 tons of grain from the port column to the aboard column (see note below). If less than 20 tons of grain is available, buy as much as you can.

Important Note: *When you are buying and selling goods in the market, you may change the setting next to the **Unit** button at the bottom of the screen. This will allow you to trade more than one ton for each click on a right or left arrow with your mouse pointer. You will not, for example, have to click 20 times in order to buy 20 tons of a commodity. If you change the **Unit** setting to 10, you will only have to click on the right arrow twice to transfer 20 tons of grain to your hold. To change the setting, just click on the **Unit** button until the number displayed is the number of tons you would like to trade with a single mouse click. You may change the setting as many times as you like during your visit to the market.*

The transaction will not be finalized until you click on the *Accept* button at the bottom right of the screen.

As you *Accept* your transactions, your gold will drop and your used tonnage will climb accordingly.

Next, repeat the process to buy 20 tons (or less) of liquor. When you have finished, complete the transaction by clicking on the *Accept* button. Then click on the *Leave* button to leave the market.

Your ship is now loaded with cargo.

The Docks

Your next stop will be at the Docks. Here you will stock up on rations and materials. Find the *Enter Dock* hotspot on the port screen, and click on it to enter. A panel will appear asking you which dock you would like to visit. Select *Outfit*.

A panel will appear, displaying a list of rations: water, meat, fruit, and rum. Next to each listing is a number (200) just above two arrow buttons. This is the number of *units* of each ration you currently have aboard your ship. A unit of rations is the amount that one crew member will consume in one month, under normal (adequate) rationing.

Beneath each ration type, a cost is listed. This is the cost per *ton* of the item. The listed weight is the number of *tons* currently aboard your ship. Since the trip to Tangiers is a relatively short one, you will not need large amounts of supplies. But you will want to add to your current stock. Click on the right arrow button for each item to set the supply of water, meat, and rum to 700 *units,* and the supply of fruit to 1200 *units* (fruit spoils and is depleted faster) . Notice that 500 units of each ration are equal to one ton.

Next, you will purchase some additional sailcloth, wooden planks, small arms, and cannon ammunition. Select *Materials* on the right side of the screen. A panel will display your supply of sailcloth, planks, and small arms just as your rations supply was displayed in the previous screen. Using the arrows, set the supply of each item to the following levels: **Sailcloth**—40; **Planks**—40; **Small Arms**—60.

To stock up on cannon ammunition, select the *Buy* button beneath the word "Ammunition." A panel will display the three types of ammunition available: round, grape, and chain shot. Using the arrows, set the supply for each ammunition type to 150. Then click on *Done* to continue. Click on *Done* again to return to the port screen, and once again to close the dock panel.

The Bank

Your last stop before you set sail will be at the bank. You may want to put some of your gold in the bank so that if your ship is defeated, you will not lose all that you have. Click on the *Enter Bank* hotspot (the small brick building near the middle of the screen) to access the bank screen.

On the bank screen, you will see the interest rate for the Bank of France, and your savings on hand (You) and in the bank (Port). (Remember: in those days interest was paid *to* the bank *by* the customer.) Use the left arrow to transfer 500 gold pieces into the Bank of France. Use the *Unit* button to adjust the quantity transferred by each arrow click. Select *Done* to continue.

Now you are ready to board your ship.

Setting Sail

To board your ship, place your mouse pointer on the ship in the port screen so that the *Leave Port* panel appears, and click. Select *Leave Port* on the panel that appears. You will now be aboard your ship, with a view of the ocean at the top of the screen and your helm controls at the bottom (see Navigation Mode on your **Quick Reference Card**).

To get underway, first click on the mast to raise the sail. Your overview map on the right side of your helm will show your your location (marked by a yellow dot), as well as any land or other ships (white dots) nearby. To steer your ship, turn the wheel by clicking on either side. To spin the wheel, just hold the mouse button down on either side. Look at the "compass" on the left side of the helm controls. The rotating arrow inside the compass always points out the direction in which your ship is moving.

The three view buttons beneath your steering wheel will change the angle of your view from the helm. Selecting the right or left view buttons will change your view in 90-degree increments. Selecting the center view button will always bring you to the forward view.

To sail from Bordeaux to Tangiers, your first task is to plot a course using your chart of Western Europe. Click on the *Cabin* button to go below deck. In your cabin, find the *Browse Charts* hotspot (the table with the maps in the lower left corner) and click on it to access your charts. You will see a map of the world and an information panel on the right side of the screen. To scroll around the world map, bring your mouse pointer to the very edges of the screen. The ports will be marked with dots in the areas for which you have charts. Your location is marked by a ship symbol.

Click on any port to display its name and some information about it. A port symbol will turn red while it is selected. If you can't find a port you are looking for that is on your charts, click the *List* button, then click on the name of the port you wish to see, and it will be highlighted on your chart.

Find the port of Tangiers, on Africa's northern coast. You will use waypoints to trace a course from Bordeaux to Tangiers. On the information panel, click on the *Course* button. Under "Current Waypoint," the information panel will display the number of the waypoint you are about to set. Under "Waypoints Left," the panel will display the number of waypoints available to you. With

your mouse, click on a point in the ocean a short distance from your starting point, and heading to the north-west. An anchor symbol will appear — this is your first waypoint. The green line represents your course. Next, click out a course from Bordeaux to Tangiers, around Spain and Portugal, using your allocation of waypoints (you may use as many as ten waypoints, but you don't have to use all ten). Your final waypoint should be as close as you can get it to Tangiers while still being in the water. Your course will look like a series of anchors connected by a green line.

Now that you have set a course, you have the option to steer the ship manually, or to turn the ship over to your First Mate (this will accelerate the trip and act as a sort of "auto pilot"). For this tutorial, you will first pilot the ship manually for a minute or two, and then hand it over to the First Mate.

On the information panel, select *Done* to indicate that you have finished plotting your course, and select *Done* again to return to the Cabin. Find the *Exit Cabin* hotspot (the stairway) and click on it to return to the helm.

Above your compass you will now see either a left or right arrow, or a square centered at the top. This is your course indicator, which will tell you in which direction to steer to follow your course.

If your sail is not already up, click on the mast to raise it. Head in the direction the course indicator points. When the course indicator is box-shaped and sits on top of the compass, you are headed in the right direction. Look at your overview map to monitor your progress. (You might have to sail away from land for a while before you are clear to follow your course, since your ship will not be able to sail through very shallow water.)

***Note**: If you meet with other ships, ignore them. If you are attacked, skip ahead to the **Battle Tutorial** section for instructions on how to fight back.*

Sail manually for a while. When you are ready to call in your First Mate, click on the *First Mate* button above your overview map. Your chart map will appear, and you will see your ship progress on course to your destination. While your First Mate steers, he will notify you if he sees any hazards at sea. If he does, you will get a message from him and the navigation helm will reappear. If you get a message giving you the option to investigate, select *No*. If you hit a stretch of rocks or a sandbar, you may go back to your cabin and chart another course around the obstacle. In any case, click on the *First Mate* button again to continue.

When you reach the end of your course, the helm screen will reappear. Steer your ship toward land and the port. It will be the busy-looking place along the

coast. Click on the port with your telescope lens. If you are close enough when you click, you'll see the port and you'll have the option to enter the port. To stop your ship at any point, just click on the sail to lower it. If the *Enter Port?* panel does not appear, sail closer and click the port again. Select *Yes* to enter the port.

If all has gone smoothly, you will find yourself in Tangiers. This port looks different from Bordeaux, but it too has a tavern, a charthouse, a dock, and a market, and a bank. Visit the tavern to see what gossip you can pick up. Check the charthouse for any charts you might need. And go to the market to sell your cargo and stock your hold with new goods. You have completed your first trade run.

Battle Tutorial

As you ply the ocean trade routes, you will inevitably run into hostile vessels. If an approaching ship comes into view or opens its gunports to attack, your First Mate will let you know. When you see another ship on the horizon, click on it with your telescope lens to see its nationality and ship type. When an enemy ship attacks you, your helm controls will automatically shift to Combat

Mode.

If you wish to initiate an attack, select the *Cannon* button on your helm to switch to Combat Mode.

To fire your cannons, you must make sure of several things:

1) You must be in Combat Mode. If you are not, click on the *Cannon* button to switch.

2) Your cannon banks must be manned. Look at the row of boxes on either side of the cannon bank controls. If a figure appears inside, the bank is manned. If the bank appears empty, click on it. A figure will appear and the bank will be manned. The crew members who man the cannons will be taken from the crew assigned to sailing duty (see "Labor" in Game Manual, page 42).

3) Your ship must be facing in the correct direction. The target ship must be on your port (left) or starboard (right) side in order to be in the line of fire, and it should be in the middle of your screen when you are looking at that view. Change your view by clicking the view controls and turn your ship with the wheel so that you can see your target. By clicking on the *Banks* button, you may change the artillery setting to fire all cannon banks on a side, two of the four banks, or just one bank with each click.

To fire, click on a cannon bank on the side you are facing. If you are looking in the correct direction, you will see a cannon blast. If you hit your target, you will see an explosion where the shot has found its mark. If you miss, you'll see a splash.

The *Cannon* button on your helm will turn red when you are under attack. While the *Cannon* button is red, you may not exit Combat Mode until the enemy is either sunk or is gone from sight. While the *Cannon* button is not red, clicking it will switch you out of combat mode and back to navigation mode.

Select the *Auto* button if you do not want to take control of the battle. This will activate an automatic combat resolution, and the computer will calculate the battle and inform you of the results.

If you are damaged in battle, you may make some repairs at sea if you have the materials. To make repairs at sea, click the ship-in-a-bottle in your cabin. You will see a schematic representation of your ship with damage indicated in red. Click on a component on the schematic, and then click the left and right arrows to set the percentage of the damage that you wish to fix. Click "Repair" to make the repairs. **Note**: *You cannot make certain repairs unless you have sufficient supplies (such as planks) on board.*

Repairs at port work in a similar manner (See the **Docks** section of the main Game Manual.)

Continuing the Game

Now that you know the basics of how to buy and sell goods, travel between ports, and fight enemies at sea, you are ready to begin your quest in earnest. Start small — don't undertake long and risky voyages right away. Build your enterprise slowly by establishing a few reliable routes. As you progress, your savings will increase, and you may hire larger crews, trade in your old cannons for larger ones, and eventually buy bigger ships. Consult the Game Manual for information on aspects of the game not covered in this tutorial.

There are a number of goals you should keep in mind as you play. The first, of course, is to make as much money as you can. When you have enough money, you should begin to buy treasures from dealers, and purchase an estate in your home port. In your cabin aboard ship, click on the *Guild Ratings* hotspot to monitor your ratings in honor, loyalty, daring, and nobility. Your ultimate goal is to improve these ratings in order to climb from Peddler to Journeyman, Tradesman, Merchant, Master Merchant, and finally to Viscount — the pinnacle of success.

Rules Changes and Additions

The following features have been modified or added to **High Seas Trader** since the main Game Manual went to press. Be sure to read them and to also read the **README.TXT** file on your game disk for further changes or information...

* When you view the Trading Log while at port, the port you are presently in will be indicated above the port list.

* Your Trading Log will list all ports on your charts. If you manage to find a port that is not on any of your charts, that port will appear on your world map (under "Browse Charts" in your cabin), and in your Trading Log.

* There are now three chart colors in the charthouse screen. The brown

squares represent the charts you own; the dark red squares represent the charts for sale; and the single bright red square marks the currently selected chart for sale.

* A *Repair All* button in the repair dock will allow you to fully repair all components of your ship with one mouse click (if you have enough funds).

* With the exception of sails, lower-quality ship components will be damaged more easily than higher-quality components. (Sails do not have a quality rating.)

* While in Combat Mode, computer-controlled ships will be indicated in red on your Overview Map.

* When another ship is in combat mode, the word "Cannon" on the helm will turn red. This indicates that you will not be able to leave combat mode until the other ship or ships are either sunk or are gone from the screen.

* Chain Shot and Grape Shot have a shorter range than Round Shot.

* When you click *Auto* to activate automatic battle calculation, you will see a schematic representation of each ship involved in the battle. The schematics and accompanying displays will change to show the course of the battle.

* If your ship is damaged and is taking in more water than 100 percent of your crew can pump, there will always be at least one red bucket on your ship schematic no matter how many men you assign to bilge duty. (Remember: to assign men to bilge duty all you have to do is unman some cannons or lower your sail.)

* On the helm in navigation mode, your rations supply is displayed in terms of how many months each supply (meat, fruit, water, rum) will feed your crew under the rationing level you have set.

* If you do not have enough supplies to support the rationing level you have set, the level will fall automatically. It will return to its set level once enough supplies are bought.

* You will not be able to sell your ship unless you can afford to buy one of the ships for sale at the port.

* Passengers will take up some cargo space, even if they aren't carrying cargo. If you are carrying any passengers (it doesn't matter how many) the passengers will occupy one ton of space in your hold.

* In the tavern, the sailor and the apprentice have switched positions (Game Manual page 15).

* The appearance of the helm controls will improve as you buy larger ships.

* For each ration type (water, meat, rum), 500 units equal one ton.

Strategy Hints and Tips

General:

* If you're new to the game, try turning the wind option off (in the **Game Options** panel in your ship's cabin). Not having to cope with the wind patterns will significantly increase your speed most of the time.
* While it might spoil the game to suggest the best trade routes, here are the prime exports of each region. This will give you a general sense of where to expect a good deal on specific items:

North America:	Grain, Cotton, Furs, Tobacco
West Indies/South America:	Coffee, Sugar, Liquor
Northern Europe:	Grain, Arms, Wool, Liquor
Mediterranean:	Grain, Arms, Wool, Liquor
Middle East:	Arms, Silk
India:	Tea, Cotton, Silk, Spices
East Asia:	Tea, Silk, Spices, Opium
Africa:	Ivory, Jewelry

* If you don't have enough money to upgrade your ship, an improved set of cannons is the next best thing.
* Make sure you store some money in at least one bank; that's the only way to get another ship if your current one sinks, surrenders, or is boarded. Also remember that banks deduct interest instead of adding it.
* Avoid resorting to piracy. As soon as you begin to open fire on ships from your home country or from allied countries, you will find yourself under constant fire. You will still find plenty of opportunity for legitimate battle. When your country is at war, you have a patriotic duty to fight enemy ships. And pirates-- enemies of every nation-- are also fair game. Focus your cannons on them.
* Everybody loves a world traveler. The more ports you visit, the higher your standing will get with the right kind of people. Eventually you will make a lot of money by visiting faraway ports, but if you have to lose a few gold pieces while you are making your name, so be it.

Sailing Tips:

* Buy all the charts you can, until you have one of each kind. That keeps your cowardly crew from making you walk the plank at the first sign of the unknown. Once you have one of every chart, you will only need to buy new ones to update zones of piracy and other hazards, so you should only update charts for the places to which you will be sailing.
* Beware the scurvy dogs who try to get you to transport contraband. If you smuggle, you may find yourself in for a fight as soon as you set sail. And even if you win, you might find that your friends will look down their noses at a common smuggler. On the other hand, never pass up an opportunity to help your fellow countrymen. It is your patriotic duty to offer aid and you may even be justly rewarded. It also "pays" to be kind to the poor.
* Don't pick up passengers who want you to take them half-way across the world, unless you are already heading that way. It is much more efficient to pick up passengers and run them between close ports.
* If you run into rocks or other hazards while the First Mate is sailing, you will probably want to sail back out of the area, then clear your old course (by clicking on the *Course* button) and chart a new one around the obstacle.

Combat Tips:

* If funds are tight, consider upgrading only one side of your ship, and always keep that side to the enemy!
* Don't be afraid to run from a fight. Better to be a coward than visit Davey Jones' locker. When you are starting out, you might consider selling off your cannon, ammo, and repair supplies, so you have some extra cash and extra room in your hold. Remember that smaller, lighter ships are faster than larger, heavier ones. Be prepared to run from any encounter if you go unarmed.
* Make sure there is at least one unit of small arms for every soldier, sailor and apprentice on your crew. This way, if you get boarded you will have a good shot at survival. Also, remember a soldier with a gun is four times more effective than an unarmed apprentice.
* If you want to take a shot at privateering (attacking and plundering your national enemies), never run out of chain shot for your cannons. Chain shot will rip your victim's sails so you can easily board and plunder the cargo. Round shot will destroy hulls and sink the booty, so you may want to avoid it!

Crew Management:

* Maintain as large a crew as you can afford (in terms of wages and rations). The more men you have (especially soldiers and sailors), the better chance you have of fending off pirate boarding parties and successfully boarding other vessels.
* Keep an eye on your supplies — particularly your rations. Nothing annoys a crew more than being stuck in the middle of the Atlantic without any fresh water. Also, remember that fruit spoils over time, so you should always stock more of it than the other rations.
* Keep an eye on your crew's health and happiness. To keep them happy, give them a good supply of rum, increase rations to "extra," or buy them drinks at a tavern. To maintain your crew's health, keep a constant supply of meat, fruit, and water. Sailing around with meager or no portions of any

ration will lower health and/or morale, and will eventually lead to a mutiny. Once you have the health and happiness of your crew maxed, set all rations to adequate and keep them there. There is no need to give out extra rations if the crew's health and morale are already high. Also, make sure to stay in charted waters, or else morale is doomed.

Making Trading Decisions:

* Start out with short runs. Make some money at first. Don't worry about the big money until you have built up some cash reserves.
* Listening to the bartender might lead you to real profits. Also, if you notice low numbers on your trading log, it's fair odds that an event is affecting that area. Abnormally high prices at a single port may indicate a pirate raid, which means that everything will be in high demand there. However, remember that while you're lining up the perfect deals, you still have bills to pay. Try to make at least a small profit on every trip.
* Concentrate on selling specific high price items once you have built up some money. Such products cost a lot, but will usually bring a nice profit if bought and sold at the right ports.

Technical Tips

We have found that many of the common problems our customers experience with their machines have simple answers. If you are experiencing one of the problems listed below, please try the solution(s) provided before searching elsewhere for answers.

1) WHY DOES IT SAY "NOT ENOUGH MEMORY FOR WORK AREA" WHEN I TYPE THE GAME COMMAND?
This game is a protected mode program which may be incompatible with some of the other programs that load into your machine when it boots up, including

memory managers.

There are three ways to deal with this:

A. If you are comfortable with editing your configuration files, edit your CONFIG.SYS file to create a boot configuration that disables references to all memory managers, such as HIMEM.SYS, EMM386.EXE, QEMM, 386Max, etc. as well as disk caching programs such as SMARTDRV.EXE or Opticache and anything else you don't explicitly need to run the game. Edit your AUTOEXEC.BAT to create a configuration path that removes references to disk caches and all other TSRs beside your mouse driver and, if necessary, your CD-ROM drivers.

B. Make a game/boot disk according to the instructions in the "How do I make a game/boot disk" section below.

C. (*Floppy disk users only*) Press down and hold the <F5> key as soon as you see the words "Starting MS-DOS" when starting or restarting your machine. This will bypass your configuration files, so that you won't be loading in the things that you don't need. If you use this approach, you will need to manually load your mouse driver; manual loading is usually a simple matter of finding the device driver(s) and typing their name(s).

2) WHY DOESN'T MY MOUSE WORK?

If your mouse does not work at all:
Is the mouse installed for DOS? Windows uses its own drivers, and therefore works without a properly installed DOS mouse driver; For this reason, you cannot assume that because a mouse works with a Windows system that a mouse driver for DOS programs is currently installed.

To find out whether or not such a driver is installed:
-enter a DOS application that supports a mouse, such as the EDIT utility (DOS 5.0 or later) or a DOS word processor (or anything else, besides Windows, that loads from the DOS prompt and uses a mouse). If the mouse does not respond at all in such a program, then the DOS driver is not properly loaded. Check the disk or manual that came with your mouse for instructions on how to install it.

If the mouse works sporadically (jumping around, not clicking properly, etc.):
-You may not have a 100% Microsoft compatible mouse driver (this has nothing to do with hardware, only software). Check your hard disk for a file called MOUSE.COM, as some upgrade versions of DOS include this Microsoft mouse driver (type "dir mouse.com /s<enter>" at the C:\ root directory

prompt). If not already on your system, such a driver can be obtained from either the vendor or manufacturer of your computer or mouse.

3A. HOW DO I MAKE A GAME/BOOT DISK? (CD-ROM VERSION)
Format a floppy disk in drive A: by placing a blank disk into A: and typing "FORMAT A: /S"; follow the instructions onscreen; if an error message is encountered, be sure the disk is the correct density for the drive (high density is necessary for current machines). If further errors are encountered, try another disk. Leave the formatted floppy in drive A:.

At the DOS prompt, type "C:" then press the <enter> key,
then type "CD \" and again hit the <enter> key (assume when the following text says "<enter>" that you should hit this key). The prompt should now read: "C:\>".

Start your text editor by typing "EDIT C:\CONFIG.SYS<enter>" (the example used in this case is the MS-DOS EDIT utility that comes with MS-DOS 5.0 or later; the command to run the editor and the commands to save and exit may be different depending on what program you use, the important thing is to open the editor with the file named after the example EDIT command). You should now see the editor screen, which is a blue screen that says "FILE EDIT SEARCH OPTIONS" in the upper left corner of the screen. "CONFIG.SYS" should be displayed in the center top of the screen.

Find the line in the file that loads in your CD-ROM device driver. It probably starts with something like: "DEVICEHIGH=C:\CDSTUFF\MYCD.SYS" (this will not be the actual name of the path and filename, you need to either figure these things out or consult the technician or documentation for your CD drive to find the name and syntax of this device driver) and may include more text on the line. Copy the whole line down on a piece of paper, including any other text that comes after the .SYS filename; if possible, print the file out and underline the appropriate text. Exit out of the EDIT utility (you can do this by holding down the <alt> key and typing "f", then when the file menu drops down, type "x" or, if your mouse is working, just click on "File" in the upper left hand corner, and then "Exit" in the file menu).

Now open your AUTOEXEC.BAT file, by typing:

"EDIT C:\AUTOEXEC.BAT<**Enter**>"

Find the line in the AUTOEXEC.BAT file that contains the following letters "MSCDEX"; Again there will probably be more information on the line than

just the program location and name. Either write it down, letter for letter, or print it out. Exit the editor and return to DOS.

You must copy your DOS mouse driver to the boot disk (in drive A:); this driver might be found either on your hard drive or on floppy disks that came with your system for the mouse and video card respectively. The mouse driver may be called MOUSE.COM, MOUSE.EXE or MOUSE.SYS or something similar. If you do not know how to copy files, consult your DOS manual.

Change the current drive to drive A: by typing "A: <enter>". The prompt should now look like: "A:\>". Open your editor by typing "EDIT A:\CONFIG.SYS". Type in the following file ignoring the stuff between parentheses ("(" and ")"):

DEVICE=C:\CDSTUFF\MYCD.SYS /D:drivername

(Replace this line with whatever the CD-ROM driver line is in your C:\CONFIG.SYS file and remember to include all the information that comes AFTER the SYS filename on the line. If any other information is found between the "DEVICEHIGH" and the "=", it should be ignored; you may not encounter this, so don't worry if you don't.)

(if your mouse driver is a *.sys file, enter the following line as well:)
DEVICE=A:\MOUSE.SYS
(remember to alter the filename according to the specific filename of your mouse driver)

If the hard drive is configured with auto-compression software, such as Stacker or DoubleSpace, refer to that package's manual for instructions on loading the driver and include the appropriate line before the CD driver in this file.

Once the CONFIG.SYS file is finished, save it and exit the editor. (To save a file in the MS-DOS editor, either use the mouse, if working, to choose the "File" menu, then "Save", or hold down the <alt> key, type "f" to drop the menu, then "s" to choose "Save").

Start up the editor again from the A: drive by typing:

"EDIT A:\AUTOEXEC.BAT".

Type in the following file:

PROMPT PG
PATH C:\DOS
C:\DOS\MSCDEX.EXE /D:drivername
(you must remember to change the driver name according to the one you wrote down from your C:AUTOEXEC.BAT file, and include all the other letters and numbers that come after it on this line)

(if your mouse driver is a *.COM or *.EXE file, enter it here:)

C:\MOUSE\MOUSE.COM

(alter this line depending on the path and name of your mouse driver *.COM or *.EXE file. Refer to the following section on "Why doesn't my mouse work?" for more information.)

C:

Save the file and exit the editor.
To boot from this floppy disk, leave it in drive A: and restart the computer. Change to the directory that holds the game, then type in the command appropriate to run the program (then have fun).

3B. HOW DO I MAKE A GAME/BOOT DISK? (FLOPPY DISK VERSION)

Place a blank formatted floppy disk into drive A: and type:
C:<enter>
SYS A:<enter>
(If the disk you have has not already been formatted, place a blank disk into A: and type:
FORMAT A: <enter>
follow the onscreen instructions; if an error message is encountered, make sure the disk is the correct density for the drive and then consult your DOS manual).

You must copy your DOS mouse driver to the boot disk (in drive A:); this drivers might be found either on your hard drive or on floppy disks that came with your system for the mouse and video card respectively. The mouse driver may be called MOUSE.COM, MOUSE.EXE or MOUSE.SYS or something similar. If you do not know how to copy files, consult your DOS manual.

After copying the above files, create the configuration files on your A: drive. If your mouse driver has an extension of *.SYS, create a CONFIG.SYS file by typing:

COPY CON A:CONFIG.SYS<enter> (It is normal that the prompt no longer appears when you type <enter>)
now type:
DEVICE=A:\MOUSE.SYS<enter>
(change this line depending on the name of your file)
then to close the first file:
<ctrl>-Z<enter> (hold down the <ctrl> key and type "z", then press the <enter> key)

The boot disk must contain an AUTOEXEC.BAT file, which is created by typing:

COPY CON A:AUTOEXEC.BAT<enter>
PROMPT PG<enter>
PATH C:\DOS<enter>
if your mouse driver is a *.COM or an *.EXE file, enter it here:
MOUSE.COM<enter> (alter this line depending on the name of your mouse driver)
C:<enter>
<ctrl>-Z<enter> (hold down the <ctrl> key and type "z", then press the <enter> key)

If the hard drive is configured with auto-compression software, such as Stacker or DoubleSpace, refer to that package's manual for instructions on loading the driver.

To boot from this floppy disk, leave it in drive A: and restart the computer. Change to the directory that holds the game, then type in the command appropriate to run the program (then have fun).

4. HOW DO I SET UP MY SOUND CARD?
Setting sound card parameters:
To use a sound card with an Impressions program, it is sometimes necessary to set a number of parameters using the setup utility located in the game directory.

The significant values are the card type, I/O Address, the Interrupt Request Channel (IRQ) and the Direct Memory Access (DMA) values of the relevant sound card. Boot from your hard drive (i.e. without a special boot disk) and type "SET<enter>" and look for a line that begins with "BLASTER=" followed by a sequence of letter/number combinations including: A*nnn*, I*n*, D*n*

(where *n* represents a numerical digit); A*nnn* is the address, I*n* is the IRQ and D*n* is the DMA value; if using values from a "BLASTER=" line, set sound card type to Soundblaster.

The setup program allows for specification of the type of sound card as well as the Address, IRQ and DMA values of the installed card; If any of these are incorrectly set, sound will not work with the program.

If no BLASTER variable is found from SET, consult either the sound card manual or the technician who installed the device to obtain the Address, IRQ and DMA values.

Sound card emulation:
If you are using a card that is not listed as an option in the setup program, it probably emulates something else. It is usually a good idea to use the oldest version of whatever card your system is emulating (i.e. choose SoundBlaster over SoundBlaster pro), as the older cards are usually better documented so that emulation of those works better.

5. WHY IS MY CD-ROM GAME RUNNING SO SLOWLY?
CD-ROM drives are much slower than hard drives. When running a program from a CD-ROM, if you don't run a disk caching utility, the program will probably run slowly. A disk cache program sits between the physical disk drive and the program, reserving an area of memory that stores the information most recently read from, or sometimes written to, the drive. This speeds the system by keeping data, that a program might need to look at more than once, in memory instead of on the disk; for a computer, looking at memory is much faster than looking at the disk.

The problem with this for protected mode programs is that disk cache programs take up much needed RAM. Unless you have 8 or more megabytes of system RAM, you will probably run into memory problems when running a protected mode program with a disk cache.

Some CD drives come packaged with caching software, but the most common such utility is MS-DOS Smartdrive (C:\DOS\SMARTDRV.EXE), which also caches other disk drives. All versions of Smartdrive that come with or after MS-DOS version 6.2 (file date 9/30/93) can cache CD-ROM disks.
MSCDEX (C:\DOS\MSCDEX.EXE) is a program that comes with DOS and is packaged with some CD-interface or drive hardware. Along with a properly loaded CD-ROM device driver, it lets DOS see the CD as a disk drive; with-

out MSCDEX, you cannot access a CD-ROM drive through DOS or Windows. To make sure Smartdrive and MSCDEX are set up properly, check your AUTOEXEC.BAT file. So long as your CD drive has been properly installed, there should be a line that loads in MSCDEX and possibly a line that loads in Smartdrive, or some other cache program that might have come with your drive. Make sure the line that loads in the caching program comes after the line that loads in MSCDEX; if you don't do this, the caching software will not work.

The line in the AUTOEXEC.BAT file that loads MSCDEX looks something like: "C:\DOS\MSCDEX...", and usually includes other things after the "MSCDEX" such as the DOS name of the CD device and a number of other things; assume all these things after the "MSCDEX" are necessary if you are going to cut and paste between configuration files. The line that loads in Smartdrive should look something like: "C:\DOS\SMARTDRV.EXE".

6. MEMORY MANAGERS
Don't use them, because they may cause conflicts with the protected mode run-time program. Memory managers include programs such as HIMEM.SYS, EMM386.EXE, QEMM, 386Max, etc.

STILL HAVING PROBLEMS? BEFORE YOU CALL...

In order to allow us to help you more effectively, please try to follow the suggestions below before you call for help. This will assist us in finding the answer to your problem as quickly as possible, so that you can begin playing and enjoying your new game.

1. READ AT LEAST THE FIRST FEW CHAPTERS OF YOUR DOS MANUAL. The more you know about the operating system that your machine is running, the easier it will be for any technical support to help you solve any problems. You should at least be familiar with how DOS commands work, what disk files and directories are, and what utilities are available on your machine for editing text files.

2. FIND OUT AS MUCH AS POSSIBLE ABOUT HOW YOUR MACHINE IS CONFIGURED. What version of what brand operating system is running on the machine? (At the command prompt, type "VER" and hit enter to find out what version of DOS is running) What kind of chip is running your machine? ('486? '386? '286? 8086?) How much memory is in the system? How much conventional memory is free? How much hard disk space is free? What kind of video card is in your machine? (SVGA? VGA? EGA? Brand name?) What kind of sound card, if any, is in your system? Do you have a CD-ROM drive? Are you using Stacker, Doublespace or some other kind of disk compression? Are you using QEMM or some other third party memory manager? If Windows 3.1 is installed on the machine, you can run Microsoft Diagnostics to find out some of these things, if you do not already know about them (type "MSD", then hit <enter> at the command prompt). If necessary, call whomever it was that originally configured your system to answer these questions. It's also a good idea to print out your CONFIG.SYS and AUTOEXEC.BAT files (usually in the root directory of C:) and keep the printouts handy.

3. SET UP THE COMPUTER NEAR THE PHONE WITH THE PROGRAM INSTALLED ON THE HARD DRIVE. It is very difficult for technical support to troubleshoot a computer problem over the phone without having access to the machine in question while it is running. If this is not an option, list every detail about the occurrence of the problem, including all pertinent system configuration information (such as that described in the previous paragraph), and keep this list handy when calling tech support.

4. DEFRAGMENT YOUR HARD DISK. Non-contiguous files on a hard disk can sometimes cause strange and mysterious things to occur. While in the game directory, type "CHKDSK *.*", then hit <enter> at the DOS prompt to find out if all the game files are contiguous or not. A hard disk can be defragmented, or defragged, by using a disk utility program such as SPEEDISK, which is packaged with Norton Utilities, or DEFRAG, a program included with MS-DOS version 6.0 or above. This reorders disk space, making stored files contiguous. If a hard drive has not been defragged for more than a month, and has been used even moderately, it is likely that many of the files on the disk have become noncontiguous. Whenever you defrag your hard disk, be sure to choose a Full Optimization.

5. CHECK FOR VIRUSES. Viruses can mess up even the most carefully configured system. Use a memory-resident virus checker (such as VSAFE, a utility that comes with MS-DOS version 6.0 and above) whenever you insert new disks into your machine, and run an anti-virus utility (such as MSAV, another utility that comes with MS-DOS v.6.0 and above) before you call.

Technical Support

If you have difficulties with this game and cannot find the solution in this booklet, please call our Technical Support Line at (617) 225-0848, 9 a.m.-5:30 p.m. EST, Monday through Thursday, and 9am-5pm EST on Friday, and a member of our support staff will assist you. We will be best able to help you if you are at your computer when you call.

Impressions Software also supports a BBS system to provide the latest product information, software updates, and software patches. If you have a modem, you can reach our bulletin board at (617) 225-2042.

Information about ***Impressions*** can be found on several of the major on-line services. General information about Impressions games can be found in the following places:

CompuServe:	Type "GO GAMEPUB" and look for the Impressions section.
GEnie:	Type "M805;1" and watch Category 9 ("Strategy and War Games") for the IMPRESSIONS topic.
Prodigy:	JUMP to "GAMES BB" and look in the "Strategy/War Games" topic.

Impressions can also be contacted directly through the following addresses:

CompuServe:	71333,463
GEnie:	IMPRESSIONS
Prodigy:	BCFP34A

If you are not a member of any of these services, and are interested in obtaining more information, please contact:

CompuServe:	Dial 1 (800) 524-3388 and ask for operator #417 to receive a free introductory membership, $15 usage credit, and a month's worth of basic services free.
GEnie:	Dial 1 (800) 638-9636 for a service representative from 8 a.m. to 12 midnight Monday through Friday, and from 12 noon to 8 p.m. weekends.
or	Use your modem between 8 a.m. and 6 p.m. to connect directly to GEnie at 1 (800) 638-8369.
Prodigy:	Dial 1 (800) 776-3552 and ask for extension 518.
Impressions BBS:	(617) 225-2042

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